GAMER
FEBRUARY 15TH 2026
METROID
Franchise Special

METROID GAMER

METROID SERIES TIME LINE

METROID 1986/1988

METROID II: 1991/1992

SUPER METROID 1994

METROID FUSION 2002/2003

METROID: ZERO MISSION 2004

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METROID PRIME 2002/2003

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METROID PRIME: TRILOGY 2009

METROID PRIME: FEDERATION FORCE 2016

METROID PRIME REMASTERED 2023

METROID PRIME 4: BEYOND TBA

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Metroid

Release years by system:

1986 – Famicom Disk System

1987 – Nintendo Entertainment System

2004 – Game Boy Advance

2007 – Wii Virtual Console

2012 – 3DS Virtual Console

2016 – NES Classic Edition

2018 – Nintendo Switch

Metroid II: Return of Samus

Release years by system:

1991 – Game Boy

2011 – 3DS Virtual Console

2023 – Nintendo Switch

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Super Metroid

Release years by system:

1994 – Super Nintendo Entertainment System

2007 – Wii Virtual Console

2013 – Wii U Virtual Console

2016 – 3DS Virtual Console (New Nintendo 3DS model only)

2017 – Super NES Classic Edition

2019 – Nintendo Switch

Metroid Fusion

Release years by system:

2002 – Game Boy Advance[19]

2011 – 3DS Virtual Console[20][21]

2014 – Wii U Virtual Console[22]

2023 – Nintendo Switch

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Metroid: Zero Mission

Release years by system:

2004 – Game Boy Advance

2024 – Nintendo Switch

Metroid: Other M

Release years by system:

2010 – Wii

Metroid: Samus Returns

Release years by system:

2017 – Nintendo 3DS

Remake of Metroid II: Return of Samus.

Metroid Dread

Release years by system:

2021 – Nintendo Switch

The first Metroid game for the Nintendo Switch.

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Metroid Prime

Release years by system:

2002 – Game-cube

2009 – Wii

Notes:

First 3D game in the series.

Gameplay tweaks were added to the PAL, Japanese and Player's Choice versions.

Re-released for the Wii in the New Play Control! series of Game-cube remakes in Japan and as part of Metroid Prime: Trilogy internationally.

Metroid Prime 2: Echoes

Release years by system:

2004 – Game-Cube

2009 – Wii

Known in Japan as Metroid Prime 2: Dark Echoes.

First game in the series with a multiplayer mode. The PAL version lacks the standard 50 Hz mode and offers 60 Hz only.

Metroid Prime Pinball

Release years by system:

2005 – Nintendo DS

Remake of Metroid Prime in pinball form.[40]

Bundled along with the Nintendo DS Rumble Pak.

Metroid Prime Hunters

2006 – Nintendo DS

Preceded by Metroid Prime Hunters: First Hunt, which was a multiplayer demo included as a pack-in title with the launch of the original Nintendo DS in all regions except Japan.

First game in the series with online multiplayer.

First Nintendo DS game to allow voice chat between players over the internet.

Metroid Prime 3: Corruption

Release years by system:

2007 – Wii

The first Metroid game for the Wii.

First game in the series to include a preview accessible online via a console.

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Metroid Prime: Trilogy

Release years by system:

2009 – Wii

Contains Metroid Prime, Metroid Prime 2 and Metroid Prime 3, all with Wii Remote controls.

Metroid Prime: Federation Force

Release years by system:

2016 – Nintendo 3DS

Notes:

The first Metroid game for the Nintendo 3DS.

Contains a game titled Metroid Prime: Blast Ball, a soccer-themed multiplayer mini game.

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Metroid Prime Remastered

Release years by system:

2023 – Nintendo Switch

Remastered version of Metroid Prime.

Contains the original Game Cube and gyroscopic control schemes as well as a standard dual-stick control scheme.

Metroid Prime 4: Beyond

Release years by system:

2025 – Nintendo Switch 1 & 2

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Metroid 1986/1988

The original Metroid game was released in different years depending on the region and platform.

Japan August 6, 1986, for the Family Computer Disk System.

North America August 15, 1987, for the Nintendo Entertainment System (NES) Game Pak.

Europe January 15, 1988, for the NES.

The Famicom Disk System version (1986) and the NES cartridge version (1987/1988) have several differences, mostly due to the change in media.

Saving The FDS version used disk saves, while the NES version introduced the famous password system.

Loading Times The FDS version had short loading screens between areas and required disk flipping, which the NES version did not.

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Metroid 1986/1988

Sound There are subtle differences in the sound design and music, with the FDS version generally having less reverb.

The NES version allowed for rapid-fire by holding the B button.

The FDS version had more genuinely random enemy behavior (e.g., Polyps, Squeepts, boss attacks) compared to the NES version, which used a simpler, more repetitive "random number generator."

The time limit for the best ending was two hours in the FDS version, shortened to one hour in the NES version.

Some minor cosmetic differences in the title logo, text, and Samus's sprites.

The FDS version also had "money bag" graphics on save slots to indicate completed games.

The FDS version generally experienced less slowdown than the NES version, especially during boss battles and in the final area, Tourian.

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Metroid II: 1991/1992

Metroid II: Return of Samus for the Game Boy was released across different regions in 1991 and 1992.

North America November 1991

Japan January 21, 1992

Europe May 21, 1992

This handheld sequel followed the original Metroid and introduced new elements to the series, such as Samus's "Varia Suit" evolving as she collected power-ups, and the primary objective of hunting down and eliminating all Metroids on their home-world, SR388.

METROID GAMER

Super Metroid 1994

Super Metroid is a 1994 action-adventure game developed by Nintendo and Intelligent Systems and published by Nintendo for the Super Nintendo Entertainment System.

It is the third installment in the Metroid series, following the events of the Game Boy game Metroid II: Return of Samus (1991).

The player controls bounty hunter Samus Aran, who travels to planet Zebes to retrieve an infant Metroid creature stolen by the Space Pirate leader Ridley.

METROID GAMER

Super Metroid 1994

Super Metroid, often considered one of the greatest video games of all time and a defining title for the "Metroidvania" genre, was released in 1994 on the Super Nintendo Entertainment System (SNES).

The game was highly praised for its atmosphere, intricate level design, engaging gameplay, and iconic music, setting a high standard for action-adventure games that followed.

Following the established gameplay model of its predecessors, Super Metroid focuses on exploration, with the player searching for power-ups used to reach previously inaccessible areas.

METROID GAMER

Super Metroid 1994

It introduced elements such as the inventory screen, an auto-map, and the ability to fire in 8 directions.

The development staff from previous Metroid games—including Yoshio Sakamoto, Makoto Kano and Gunpei Yokoi returned to develop Super Metroid over the course of two years.

The developers wanted to make a true action game, and set the stage for Samus' reappearance.

Super Metroid received acclaim, with praise for its atmosphere, gameplay, music and graphics.

METROID GAMER

Super Metroid 1994

Super Metroid is often regarded as one of the greatest video games of all time.

The game sold well and shipped 1.42 million copies worldwide by late 2003.

Alongside Castlevania: Symphony of the Night, Super Metroid is credited for establishing the "Metroidvania" genre, inspiring numerous indie games and developers.

Super Metroid was followed in 2002 by Metroid Fusion and Metroid Prime.

It has been re-released on several Nintendo consoles and services.

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Super Metroid 1994

Super Metroid received highly positive reviews, being one of the highest rated games of all time on Super Nintendo Entertainment System .

As Super Metroid gives the player awards based on how long it took them to complete the game, and because its open-ended structure lends well to sequence breaking, it has become a popular choice for speed running, a style of play in which the player intends to complete the game as quickly as possible.

METROID GAMER

Metroid Fusion 2002/2003

Metroid Fusion was released on the Game Boy Advance in 2002 and 2003, with the specific dates varying by region:

North America November 17, 2002

Europe: November 22, 2002

Australia November 29, 2002

Japan February 14, 2003

METROID GAMER

Metroid Fusion 2002/2003

Metroid Fusion is a 2002 action-adventure game developed and published by Nintendo for the Game Boy Advance.

It was developed by Nintendo Research & Development 1, which had developed the previous Metroid game, Super Metroid (1994).

METROID GAMER

Metroid Fusion 2002/2003

Players control the bounty hunter Samus Aran, who investigates a space station infected with shape-shifting parasites known as X.

Fusion marked the return of the Metroid series after an eight-year hiatus following Super Metroid (1994).

METROID GAMER

Metroid Fusion 2002/2003

Like previous Metroid games, Fusion is a side-scrolling game with platform jumping, shooting, and puzzle elements.

It introduces mission-based progression that guides the player through certain areas.

METROID GAMER

Metroid Fusion 2002/2003

It was released on the same day as the Game Cube game Metroid Prime in North America; both games can be linked using the Game Cube Game Boy Advance link cable to unlock additional content for Prime.

Fusion was acclaimed for its gameplay, controls, graphics and music, though its shorter length and greater linearity received some criticism.

METROID GAMER

Metroid Fusion 2002/2003

It was re-released on the Nintendo 3DS's Virtual Console in 2011 as part of the 3DS Ambassador Program, the Wii U's Virtual Console in 2014, and the Nintendo Classics service in 2023.

A sequel, Metroid Dread, was released in 2021 for the Nintendo Switch.

METROID GAMER

Metroid Fusion 2002/2003

The gameplay involves solving puzzles to uncover secrets, platform jumping, shooting enemies, and searching for power-ups that allow Samus to reach new areas.

Samus can absorb X Parasites, which restore health, missiles, and bombs.

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Metroid Fusion 2002/2003

Power-ups are obtained by downloading them in Data Rooms or absorbing a Core-X, which appears after defeating a boss.

New features include the ability to grab ledges and climb ladders.

Metroid Fusion received universal acclaim upon release and has sold over 1.6 million units worldwide.

METROID GAMER

Metroid: Zero Mission 2004

Metroid: Zero Mission is an action-adventure game developed and published by Nintendo for the Game Boy Advance on February 9, 2004.

It is a remake of the original Metroid (1986), and retells the story with updated visuals and gameplay.

METROID GAMER

Metroid: Zero Mission 2004

Like other Metroid games, the player controls the bounty hunter Samus Aran.

Samus travels to the planet Zebes after learning that the Space Pirates are experimenting with Metroids, hostile parasitic creatures, which they plan to use to take over the universe.

METROID GAMER

Metroid: Zero Mission 2004

The gameplay focuses on exploration, with the player searching for power-ups to reach previously inaccessible areas.

The remake adds items, additional areas, mini-bosses, difficulty levels and a rewritten story that explores Samus's past.

METROID GAMER

Metroid: Zero Mission 2004

Zero Mission received praise for its new content, graphics, gameplay and improvements over the original, but criticism for its short length.

Zero Mission had sold over 439,000 units in the United States and 69,000 in Japan as of February 2005.

METROID GAMER

Metroid: Zero Mission 2004

It was re-released on the Virtual Console service for Wii U and the Nintendo Classics service for Nintendo Switch.

Zero Mission is the first game in the Metroid series to include a sequence in which the player controls Samus without her Power Suit.

METROID GAMER

Metroid: Zero Mission 2004

In this sequence, Samus is more vulnerable to damage, must crawl through ducts on her hands and knees without the help of her Morph Ball mode, and has a weak pistol that briefly stuns enemies as her only weapon.

Samus retains all energy tanks she acquired previously.

METROID GAMER

Metroid: Zero Mission 2004

Completing the game unlocks an emulated version of the original Metroid.

Zero Mission allows players to unlock the Metroid Fusion picture gallery by linking between Zero Mission and Fusion cartridges via the Game Boy Advance Game Link Cable.

METROID GAMER

Metroid: Zero Mission 2004

Space Pirates attack a Galactic Federation-owned space research vessel and seize samples of Metroid creatures.

Dangerous floating organisms, Metroids can latch on to any organism and drain its life energy to kill it.

METROID GAMER

Metroid: Zero Mission 2004

The Space Pirates plan to replicate Metroids by exposing them to beta rays and use the Metroids as biological weapons to destroy all living beings that oppose them.

While searching for the stolen Metroids, the Galactic Federation locates the Space Pirates' base of operations on the planet Zebes.

METROID GAMER

Metroid: Zero Mission 2004

The Federation assaults the planet, but the Pirates resist, forcing the Federation to retreat.

As a last resort, the Federation decides to send a lone bounty hunter to penetrate the Pirates' base and destroy Mother Brain, the mechanical life-form that controls the Space Pirates' fortress and its defenses.

METROID GAMER

Metroid: Zero Mission 2004

Considered the greatest of all bounty hunters, Samus Aran is chosen for the mission.

The development team decided to return to the roots of Metroid gameplay by creating a game based on the NES original.

METROID GAMER

Metroid: Zero Mission 2004

While working on the concept for the next Metroid game after Metroid Fusion was released in 2002, one of the developers for Fusion suggested that Super Metroid be ported to the Game Boy Advance, but Sakamoto decided to port the original Metroid instead.

METROID GAMER

Metroid: Zero Mission 2004

One of the biggest challenges that the developers faced was adding enough elements to Zero Mission to make it feel new, while keeping the spirit of the original Metroid.

METROID GAMER

Metroid: Zero Mission 2004

Zero Mission was the best-selling Game Boy Advance game in the United States in its debut month, selling 151,807 units, and was the third-bestselling game across all video game systems in that month.

METROID GAMER

Metroid: Zero Mission 2004

By May, sales dropped to seventh among Game Boy Advance games, with 31,619 copies sold and $938,681 in revenue.

By February 2005, it had sold over 439,000 units in the United States and 69,000 in Japan.

Metroid: Zero Mission received "generally favorable reviews.

METROID GAMER

Metroid: Samus Returns 2017

Metroid: Samus Returns is a 2017 action-adventure game developed by Mercury Steam and Nintendo EPD and published by Nintendo for the Nintendo 3DS handheld game console.

It is a remake of the 1991 Game Boy game Metroid II: Return of Samus.

Players control series protagonist Samus Aran, a bounty hunter who is contracted by the Galactic Federation to exterminate the parasitic Metroid species on their home planet of SR388.

METROID GAMER

Metroid: Samus Returns 2017

While the story and structure parallel the original game, Samus Returns features redone graphics, updated controls and user interface, and new gameplay mechanics not seen in previous 2D Metroid titles, such as a melee counterattack and the ability to aim freely at any angle.

Development began in 2015, overseen by longtime producer Yoshio Sakamoto and directed by Takehiko Hosokawa, a game designer in the series.

Mercury Steam originally pitched a remake of Metroid Fusion before Sakamoto suggested remaking Metroid II.

METROID GAMER

Metroid: Samus Returns 2017

New gameplay features and areas were added to "spice up" the experience of the original game.

Music was composed by Daisuke Matsuoka and directed by Kenji Yamamoto, who had co-composed the music for Super Metroid.

Samus Returns received positive reviews upon release for its visuals and improvements over the original version, with many also deeming it a return to form for the series.

Some criticism was given to the controls and the counterattack mechanics.

METROID GAMER

Metroid: Samus Returns 2017

The player controls Samus Aran from a side-scrolling perspective on the 3DS top screen, and sees the HUD and map on the bottom screen.

Metroid: Samus Returns is a side-scrolling game presented in a 2.5D perspective.

Players control series protagonist Samus Aran, a bounty hunter who explores labyrinthine environments, defeats hostile aliens, and collects power-ups to access new areas.

METROID GAMER

Metroid: Samus Returns 2017

Samus Returns is a remake of the 1991 Game Boy game Metroid II: Return of Samus; it features a story and structure similar to the original game but includes updated controls, visuals, and gameplay.

The game introduces several features new to the side-scrolling Metroid games.

Samus can perform a Melee Counter with her Arm Cannon to stun nearby enemies that use physical attacks.

Samus Returns supports Amiibo figurines, with compatible figures based on the Metroid series.

METROID GAMER

Metroid: Samus Returns 2017

Scanning these figurines can unlock reserve tanks and a Metroid Marker, which helps locate nearby Metroids.

After completing the game at least once, players can unlock Amiibo-exclusive content, including a Metroid II art gallery, a Samus Returns art gallery, a Sound Test, and Fusion Mode, an extra-hard difficulty setting featuring Samus's Fusion Suit.

A standard Hard Mode is also unlocked upon completing the game, which does not require an Amiibo.

METROID GAMER

Metroid: Samus Returns 2017

In the year 20X5, a lone bounty hunter named Samus Aran is sent by the Galactic Federation to infiltrate the Space Pirate base on the planet Zebes.

Metroid: Samus Returns received "generally favorable reviews".

METROID GAMER

Metroid Dread 2021

Metroid Dread is a 2021 action-adventure game developed by Mercury Steam and Nintendo EPD and published by Nintendo for the Nintendo Switch.

Set after Metroid Fusion (2002), players control the bounty hunter Samus Aran as she investigates the source of a mysterious transmission on the planet ZDR.

It retains the side-scrolling gameplay of previous 2D Metroid games and incorporates stealth elements.

METROID GAMER

Metroid Dread 2021

The Metroid producer, Yoshio Sakamoto, conceived Dread for the Nintendo DS in the mid-2000s, but development ended due to technical limitations.

Industry commentators expressed interest in a new 2D Metroid game, and listed Dread in their "most wanted" lists.

After their work on Metroid: Samus Returns in 2017, Sakamoto appointed Mercury Steam to develop Dread, the first original side-scrolling Metroid game since Metroid Fusion.

Metroid Dread was named one of the best games of 2021 by multiple outlets.

METROID GAMER

Metroid Dread 2021

Metroid Dread became the fastest-selling Metroid game in Japan, the U.K. and the U.S., and has sold more than three million copies, making it the best-selling Metroid game of all time.

Metroid Dread is an action-adventure game in which players control bounty hunter Samus Aran as she explores the planet ZDR.

It retains the side-scrolling gameplay of previous Metroid games, alongside the free aim and melee attacks added in Samus Returns (2017).

As the player explores, they discover new items and weapons, allowing them to access new areas.

METROID GAMER

Metroid Dread 2021

Dread features stealth mechanics, with Samus avoiding the E.M.M.I. robots in certain areas by hiding, reducing her noise, and using the Phantom Cloak, camouflage that makes her invisible but slows her movement.

If an E.M.M.I. catches Samus, the player has two narrow windows in which to perform melee counters and escape.

If the player fails, Samus is killed.

METROID GAMER

Metroid Dread 2021

E.M.M.I.s can only be destroyed when Samus obtains the temporary "Omega Blaster" upgrade, which is lost upon using it to destroy one; destroying an E.M.M.I. however grants Samus a new permanent upgrade.

Upgrades can also be found by finding Chozo statues or destroying a Core-X like in previous games.

Players unlock images in an in-game gallery based on their completion time, difficulty level, and percentage of items collected.

METROID GAMER

Metroid Dread 2021

The Galactic Federation receives evidence that the X, a dangerous species of parasite that can mimic any creature it infects, survives on the remote planet ZDR.

They dispatch seven E.M.M.I.s (Extra planetary Multiform Mobile Identifiers) robots to ZDR to investigate, but lose contact.

The Federation sends Samus Aran to ZDR to investigate.

Metroid Dread was released for the Nintendo Switch on October 8, 2021.

METROID GAMER

Metroid Dread 2021

The special edition included a 190-page art book, holographic art cards featuring the covers of the five 2D Metroid games, and a steel-book case.

Two Amiibo figurines were also released.

Dread had the highest-grossing physical launch of the franchise in the UK, debuting at number three on the weekly video games sales charts.

Including digital copies, it became the fastest-selling Metroid game in the UK.

In the United States, Dread debuted at #3 and sold 854,000 copies in its first month.

Dread had sold 3.07 million copies worldwide, making it the best-selling Metroid game to date.

METROID GAMER

Metroid Prime 2002/2003

Metroid Prime is a 2002 action-adventure game developed by Retro Studios and published by Nintendo for the Game-Cube.

Metroid Prime is the fifth main Metroid game and the first to use 3D computer graphics and a first-person perspective.

It was released in North America in November 2002, and in Japan and Europe the following year.

METROID GAMER

Metroid Prime 2002/2003

Along with the Game Boy Advance game Metroid Fusion, Prime marked the return of the Metroid series after an eight-year hiatus following Super Metroid (1994).

Metroid Prime takes place between the original Metroid and Metroid II: Return of Samus.

Players control the bounty hunter Samus Aran as she battles the Space Pirates and their biological experiments on the planet Tallon IV.

METROID GAMER

Metroid Prime 2002/2003

Metroid Prime was a collaboration between Retro in Austin, Texas, and Japanese Nintendo employees, including producers Shigeru Miyamoto and Kensuke Tanabe.

Miyamoto suggested the project after visiting Retro's headquarters in 2000.

Since exploration takes precedence over combat, Nintendo described the game as a "first-person adventure" rather than a first-person shooter.

Metroid Prime sold more than 2.8 million copies worldwide.

METROID GAMER

Metroid Prime 2002/2003

Metroid Prime was followed by Metroid Prime 2: Echoes (2004) and Metroid Prime 3: Corruption (2007), with Metroid Prime 4: Beyond scheduled for 2025.

In 2009, an enhanced version of Metroid Prime was released for the Wii in Japan and as part of the Metroid Prime: Trilogy compilation internationally.

A remastered version was released on the Nintendo Switch in 2023.

METROID GAMER

Metroid Prime 2002/2003

Samus must travel through the world of Tallon IV searching for twelve Chozo Artifacts that will open the path to the Phazon meteor impact crater, while collecting power-ups that let her reach new areas.

The Varia Suit, for example, protects Samus' armor against high temperatures, allowing her to enter volcanic regions.

Some items are obtained after boss fights.

METROID GAMER

Metroid Prime 2002/2003

Items must be collected in a specific order; for example, players cannot access certain areas until they find a certain Beam to open doors, or discover new ordnance with which to beat bosses.

Players are incentivized to explore to find upgrades that increase Samus' maximum ammunition and health.

METROID GAMER

Metroid Prime 2002/2003

The heads-up display, which simulates the inside of Samus' helmet, features a radar display, a map, ammunition for missiles, a health meter, a danger meter for negotiating hazardous landscape or materials, and a health bar and name display for bosses.

The display can be altered by exchanging visors; one uses thermal imaging, another has x-ray vision, and another features a scanner that searches for enemy weaknesses and interfaces with mechanisms such as force fields and elevators.

METROID GAMER

Metroid Prime 2002/2003

The game introduces a hint system that provides the player with clues about ways to progress through the game.

The game takes place on the planet Tallon IV, formerly inhabited by the Chozo race.

Five decades ago, the Chozo race fell after a meteor impacted on Tallon IV.

The meteor contaminated the planet with a corruptive, mutagenic substance that the Space Pirates later named Phazon, and also brought with it a creature known to the Chozo as "The Worm".

METROID GAMER

Metroid Prime 2002/2003

Samus Aran intercepts a distress signal from the Space Pirate frigate Orpheon, whose crew have been slaughtered by the Pirates' own genetically modified, experimental subjects, using a mysterious radioactive substance called Phazon.

Metroid Prime Remastered, a high-definition remaster for the Nintendo Switch was released digitally on February 9, 2023, with a physical release on February 22 in North America and March 3 in Europe and Japan.

The remaster was developed by Retro Studios with assistance from developers including Iron Galaxy Studios.

METROID GAMER

Metroid Prime 2002/2003

It features new visuals, updated control schemes and unlockable art.

Metroid Prime became one of the best-selling games on the Game-Cube.

It was the second-best-selling game of November 2002 in North America, behind Grand Theft Auto: Vice City, 250,000 units were sold in the first week of its release.

As of July 2006, the game had sold more than 1.49 million copies in the U.S. alone and had earned more than US $50 million.

METROID GAMER

Metroid Prime 2002/2003

It was also the eighth-best selling Game-Cube game in Australia.

More than 78,000 copies were sold in Japan and Nintendo added the game to its Player's Choice line in the PAL region.

It sold 2.84 million copies worldwide and was the best-selling Metroid game until Metroid Dread (2021).

Metroid Prime received "universal acclaim" upon its release.

METROID GAMER

Metroid Prime 2002/2003

A branch of the Dolphin emulator entitled Primehack was released unofficially in 2019.

Primehack modifies the game, adding new high resolution textures, 4K and 60fps support, improved lighting and keyboard and mouse controls.

The project was brought to Steam Deck in 2022 via Emudeck.

METROID GAMER

Metroid Prime 2: Echoes 2004/2005

Metroid Prime 2: Echoes was indeed released across 2004 and 2005 for the Nintendo Game Cube.

Here are the specific regional release dates:

North America: November 15, 2004

Europe: November 26, 2004

Australia: December 2, 2004

Japan: May 26, 2005 (where it was known as Metroid Prime 2: Dark Echoes)

METROID GAMER

Metroid Prime 2: 2004/2005

This sequel built upon the foundation of the original Metroid Prime, introducing a dual-world mechanic where Samus traverses between a "Light World" and a perilous "Dark World" on the planet Aether.

It also marked the first Metroid game to include a multiplayer mode.

METROID GAMER

Metroid Prime Pinball 2005/2007

Metroid Prime Pinball is a pinball video game themed after the Metroid series.

The game uses the graphical style and various story elements from Metroid Prime.

It was developed by Fuse Games and published by Nintendo for the Nintendo DS in North America and Australia in 2005, in Japan in 2006, and in Europe in 2007.

Metroid Prime Pinball uses the basic mechanics of pinball, along with typical pinball items.

New mechanics are introduced, such as wall jumping and the ability to fire weapons.

METROID GAMER

Metroid Prime Pinball 2005/2007

The game was sold with a Rumble Pak accessory for the Nintendo DS, marking the first time the accessory was available for the Nintendo DS.

Metroid Prime Pinball received generally positive reviews.

Two screens, one above the other.

A pinball machine is split between the two; a scoreboard is in the bottom screen.

The Tallon Over world table is one of the first two tables that the player can access.

METROID GAMER

Metroid Prime Pinball 2005/2007

The game consists of six pinball tables, each inspired by a different area of Metroid Prime.

Each table is shown across both screens of the Nintendo DS.

Only two tables are initially available for play: Pirate Frigate and Tallon Over-world.

After playing either of the first two tables, the player unlocks two more tables: Phendrana Drifts and Phazon Mines.

In either table, the player must battle a boss to complete it.

METROID

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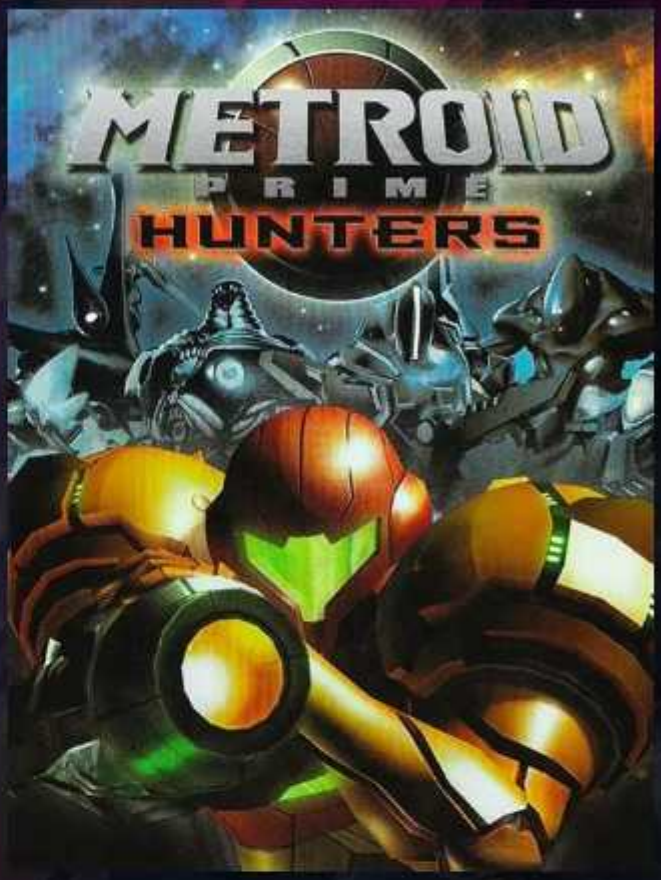
Metroid Prime Hunters 2006



Metroid Prime Hunters is a 2006 action-adventure game developed by Nintendo Software Technology and published by Nintendo for the Nintendo DS.

It was released in North America in March 2006, with other territories later.

The story takes place in between the events of Metroid Prime and Metroid Prime 2: Echoes. Players assume the role of series protagonist Samus Aran, who investigates a mysterious message that originated from the Alimbic Cluster and comes into contact with a legion of bounty hunters.

The game contains more first-person shooter aspects than previous titles in the Metroid Prime series

Metroid Prime Hunters was given "generally favorable" reviews

METROID GAMER

Metroid Prime 3: Corruption 2007/2008

Metroid Prime 3: Corruption is a 2007 action-adventure game developed by Retro Studios and published by Nintendo for the Wii.

The seventh main game in the Metroid series, it was released in North America and Europe in 2007 and in Japan in 2008.

Corruption is set six months after Metroid Prime 2: Echoes (2004).

It follows the bounty hunter Samus Aran, who becomes infected with Phazon by her doppelganger Dark Samus.

Samus works to prevent the Phazon from spreading to other planets while being corrupted by the Phazon.

METROID GAMER

Metroid Prime 3: Corruption 2007/2008

Corruption introduces features such as Hyper-mode, which allows Samus to use more powerful attacks, and the ability to command her gunship.

Like the previous Prime games, Corruption received acclaim, with reviews praising its gameplay, graphics and music, though some were divided on the controls.

More than one million copies were sold in 2007.

It was re-released in 2009 as part of the compilation Metroid Prime: Trilogy.

Corruption is a large, open-ended game that takes place across several planets, each with regions connected by elevators, rail systems and bridges.

METROID GAMER

Metroid Prime: Trilogy 2009

Metroid Prime: Trilogy is a 2009 compilation of action-adventure games from the Metroid franchise developed by Retro Studios and published by Nintendo for the Wii.

It features three games from the Metroid franchise: Metroid Prime (2002), Metroid Prime 2: Echoes (2004) and Metroid Prime 3: Corruption (2007).

METROID GAMER

Metroid Prime: Trilogy 2009

.Metroid Prime: Trilogy was acclaimed, with praise for the new controls, updated presentation, credits system, and value for money.

It was re-released on the Wii U's Nintendo eShop in January 2015.

Metroid Prime: Trilogy uses a dual-layer disc to allow all three games to fit on a single disc.

Metroid Prime: Trilogy was released to critical acclaim.

METROID GAMER

Metroid Prime: Federation Force 2016

Metroid Prime: Federation Force is a 2016 cooperative first-person shooter video game developed by Next Level Games and published by Nintendo for the Nintendo 3DS.

Taking place after the events of Metroid Prime 3: Corruption (2007), players assume the role of Galactic Federation Marines attempting to thwart the continuing advances of the Space Pirates after Samus Aran eradicated the deadly Phazon mutagen.

The gameplay places a greater emphasis on the shooting mechanics and multiplayer, similar to its handheld predecessor Metroid Prime Hunters, albeit with cooperation instead of competition.

METROID GAMER

Metroid Prime: Federation Force 2016

It also includes a competitive soccer-based game mode known as Metroid Prime: Blast Ball.

Metroid Prime: Federation Force 2016 Upon release, the game was a commercial failure and was met with a mixed reception.

Federation Force is the first Metroid game where the player controls a Marine of the Galactic Federation.

Within the context of the Metroid series, the Galactic Federation is a law-enforcing organization where soldiers are divided into platoons and go on planetary missions, which is how Federation Force's campaign is organized.

METROID GAMER

Metroid Prime: Federation Force 2016

The game features previously established aliens as enemies, including the titular jellyfish-like Metroids and Space Pirates, but it also features original enemies, such as Goliath Beetles.

The environments are diversified, with at least one mission taking place in an icy region, while another takes place in a desert.

Up to four players traverse the planets to meet their objective.

Unlike the multiplayer modes within Hunters and Metroid Prime 2: Echoes, players work cooperatively as a single unit as opposed to competing with each other.

METROID GAMER

Metroid Prime: Federation Force 2016

The game was criticized for lacking traditional Metroid series elements and not resembling other Metroid games with the main criticism aimed toward the game's focus on first-person shooter combat and multiplayer over exploration and isolation and total lack of a single player mode.

METROID GAMER

Metroid Prime Remastered 2023

Metroid Prime Remastered was released in 2023 for the Nintendo Switch.

Digital (Nintendo eShop) February 8, 2023 (worldwide)

Physical February 22, 2023 (North America), March 3, 2023 (Europe and Japan)

This surprise "shadow drop" release was highly praised for its significant visual overhaul, improved controls, and faithful recreation of the original Game Cube classic, bringing it to a new generation of players.

METROID GAMER

Metroid Prime 4: Beyond TBA

Metroid Prime 4: Beyond is indeed one of the most anticipated upcoming titles for Nintendo.

In early 2019, Nintendo made the significant decision to restart development of Metroid Prime 4 from scratch.

This was because the project was not meeting their quality standards with the initial development team.

Development was then handed over to Retro Studios, the creators of the original Metroid Prime trilogy.

METROID GAMER

Metroid Prime 4: Beyond TBA

Nintendo has confirmed that Metroid Prime 4 Beyond is scheduled for release.

It will be released on both the Nintendo Switch and the Nintendo Switch 2.

The Switch 2 version is expected to feature enhancements like 4K resolution in docked mode, higher frame rates (up to 120fps at 1080p), HDR support, and optional mouse controls.

The game's long development history and the shift back to Retro Studios have built tremendous anticipation among fans.